

Disney
Learning

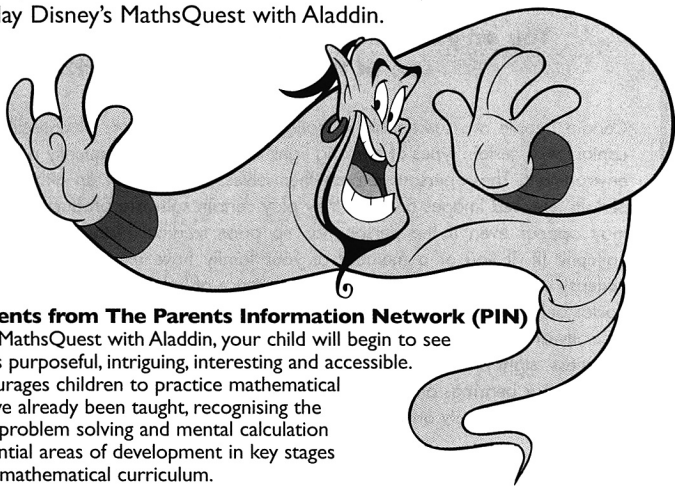
Maths Quest
with
Aladdin



User's Manual

Welcome to a Whole New World of Maths!

Aladdin and his friends need your help. Bizarrah, the evil genie has escaped from her lamp and is on the loose. She has imprisoned Jasmine, Abu and Aladdin in Agrabah, and hidden pieces of her magic lamp in the Magic Carnival and the Upside Down Pyramid of Very-unkammen. It will take all your maths skills, from addition and subtraction to patterns, estimation, logical reasoning and more, to rescue them, find the lamp pieces and stop Bizarrah once and for all. It all adds up to adventure and fun as you play Disney's MathsQuest with Aladdin.



Note to Parents from The Parents Information Network (PIN)

With Disney's MathsQuest with Aladdin, your child will begin to see mathematics as purposeful, intriguing, interesting and accessible.

This title encourages children to practice mathematical skills which have already been taught, recognising the importance of problem solving and mental calculation which are essential areas of development in key stages 1 and 2 of the mathematical curriculum.

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EPILEPSY WARNING

You or your child should read this notice before use of this software product.

Certain people are susceptible to epilepsy fits or suffer loss of consciousness when in contact with certain types of blinking lights or phenomena frequently present in our daily environment. These persons expose themselves to the risk of an attack when they view certain televised images or when they play certain software products. These phenomena may appear even if the person has no prior medical history or has never had an epileptic fit. If you or a member of your family have experience symptoms linked to epilepsy or loss of consciousness in the presence of light stimulations, please consult your doctor before any use. We advise parents to be attentive while their children are playing the software product. If you or your child should display any of the following symptoms: dizziness, sight problems, eye or muscle contractions, loss of consciousness, difficulty in finding your bearings or involuntary movements or convulsions, you should stop playing the game immediately and consult a doctor.

General precautions to be taken when using a software product:

- Avoid playing if you are tired or suffering from lack of sleep.
- Be sure that the room in which you are playing is well-lit.
- During use, take a break of ten to fifteen minutes every hour.

Additional precautions to be taken when using a video game:

- When playing a software product which is connected to a screen, stay at a sufficient distance from the screen and as far away as the connection cable can reach.
- If possible, use your software product on a small screen.



Minimum system requirements

Windows 95/98/Me/XP

- 486-66 MHz or faster processor
- 16 MB RAM and 20 MB free disk space
- Double speed (2x) CD-ROM drive
- 256 colour VESA, PCI or other local bus video
- 8-bit sound card

MICROSOFT WINDOWS® 2000 DISCLAIMER

This product is designed for use with Microsoft Windows 95, 98, Me, and XP. Although it may install and run on a system using Microsoft Windows 2000, we cannot guarantee its complete compatibility with that operating system. Microsoft Windows 2000 is intended primarily for use within a business environment. All software titles presently supported by Disney Interactive are intended for home entertainment purposes only. Currently, no updated versions or patches are planned that would ensure Disney Interactive software titles complete functionality with Microsoft Windows 2000. Microsoft is developing Windows 2000 Compatibility Updates that address various compatibility issues relating to Windows 2000. Some Windows 2000 users may benefit from the increased compatibility these updates offer with pre-existing software. This does not guarantee all products will eventually function with this operating system. Nor does Disney Interactive assume responsibility for the Windows 2000 Compatibility Updates. Please refer to the Microsoft website or documentation provided with your operating system or computer hardware for more information about the Windows 2000 Compatibility Updates, compatibility issues and technical support.

Macintosh

- 68040 or faster processor
- System 7.1 or later
- 16 MB RAM and 20 MB free disk space
- 256 colour video display
- Double speed (2x) CD-ROM drive

MACINTOSH® OS X DISCLAIMER

Although this product is designed for use with Mac OS 7.1 through 9.x, Disney Interactive cannot guarantee its compatibility with Mac OS X. When installed in an OS X environment, this product may run in Classic Mode. OS X Classic mode is designed to run Mac OS 9.1 compatible programs without leaving the OS X environment. Once Classic Mode successfully starts, it runs in the background without affecting the operation of any other application. For help with setting up Classic mode on a Macintosh computer that already runs OS X, please refer to Apple's web site at <http://www.info.apple.com/macosx/>



Installing the Program

Exit all other programs and applications when installing **Disney's MathsQuest with Aladdin**. Also exit any active screen savers, utility programs, anti-virus programs, energy saver applications or shell programs to ensure that these programs will not interfere with installation. When all other programs have been closed, insert the CD in the CD-ROM drive.

If your CD-ROM drive is AutoPlay-compliant, an introduction screen will automatically appear when the CD-ROM is inserted in the CD-ROM drive. Follow the on-screen prompts to complete the installation.

If the introduction screen does not appear, proceed as follows:

Windows 95/98/Me

1. From the Taskbar, click on **Start** and point to **Settings**; from the Settings sub-menu, click on **Control Panel** to open the Control Panel window.
2. In the Control Panel window, double-click on the **Add/Remove Programs** icon.
3. From the Install/Uninstall tab, click on **Install** to begin the installation.
4. Follow the on-screen prompts and instructions to complete the installation.

Windows XP

1. From the Taskbar, click on **Start**, and from the Start Menu, select **Control Panel**.
2. In the Control Panel window, double-click on the **Add/Remove Programs** icon. From the "Add/ Remove Programs Properties" dialog box, click on the **Add New Programs** button.
3. Click on the CD or Floppy button and then select **Next**; click on the **Finish** button to start the installation.
4. Follow the on-screen prompts and instructions to complete the installation.

Macintosh®

- Remove the CD-ROM from its protective case and insert it in your CD-ROM drive.
- Double-click on **Install Disney's MathsQuest** icon to install all necessary files for running the program.
- Click Continue in the dialog box that appears
- Click Continue in the next dialog box that appears.
- Click Install in the dialog box. Click Switch Disk to select where you want the program installed. Click on the folder and select where you would like to install the program.

Uninstalling the program

Windows 95/98/Me/XP

To remove the program from your hard drive, click on **Start** and point to **Programs** (Windows 95/98/Me) or **All Programs** (Windows XP) from the Programs sub-menu, point to Disney Interactive and click on Uninstall MathsQuest.

Follow the on-screen instructions to complete the uninstallation.

Macintosh

Open the Disney Interactive folder on your hard drive.

Double-click on the **Uninstall Disney's MathsQuest** icon.

Follow the on-screen instructions to remove the program from the hard drive.

Getting Started

Make sure you have successfully installed **Disney's MathsQuest with Aladdin**. See the previous section for installation instructions. When you are sure that the program has been successfully installed, exit all other programs and screen savers and insert the CD in the CD-ROM drive.

Windows 95/98/Me/XP

If your CD-ROM drive is AutoPlay-compliant, an introduction screen will automatically appear when the CD-ROM is inserted into the CD-ROM drive. Click on Play to start. If the introduction screen does not appear, click on Start and point to Programs; from the Programs sub-menu, point to Disney Interactive and click on MathsQuest.

Macintosh

Double-click on the MathsQuest icon on your Desktop to launch the program. If this icon is not on your Desktop, double-click on the MathsQuest folder in the CD-ROM window and then double-click the MathsQuest icon to launch the program.





Signing In

If you are playing for the first time, Genie will ask you to type in your name, then click on the "New Game" triangle to start. If you've played before, just click on your name, then either select "New Game" or click "Saved Game" to continue playing a game you've already started.

After clicking Saved Game, your passport will open to a separate page and you will see stamps that represent the games you have played. These stamps will have a picture of the most recent activity you've played, characters you've saved in Agrabah or rewards you've earned in the Carnival. Click on the saved game you'd like to continue, then click on "Load Game" to play.

Saving Games

If you'd like to save a game while playing, click on the scroll in the upper left corner of the screen and then click on the treasure chest. Your passport will open and in the upper left corner, a stamp representing the game you're currently playing will appear. Click on the "Save Game" triangle stamp to add the saved game to your passport. You can also save the game by dragging your game stamp onto the right hand page of your passport. (See the back cover of this manual for more information on saving games.)

Moving Around

Use your mouse and/or arrow keys to move through the various locations in the game. When the cursor arrow gets larger, click to move through the scene. To turn left or right, move your cursor to one side of your screen and click on the gold arrow that appears. To exit an activity, move your cursor to the bottom of the screen and click on the gold arrow that appears. You can also exit an activity by clicking on the scroll bar (in the upper left corner of the screen) and then clicking on the exit menu.

Getting Help and Hints

Any time you need help, click on the Scroll Bar on the upper left-hand corner of the screen. (See back of manual for details.) When you need a hint, Genie or Iago will appear at the top of your screen. Click on one of them and they will help you out.

Player controls

The Scroll Bar

Any time you want to get help, exit, save a game, go to another activity or change levels, move your cursor to the upper left corner until a rolled-up scroll appears. Click on the scroll to see what options are available. Depending on where you are in the program, some scroll options may not be available. Pass your cursor over any highlighted icon on the Scroll Menu and a smoke balloon appears, giving the option's name. Click the option you wish to select or move your cursor outside the scroll's immediate area to return to the game. (See the back of this manual for detailed information on using the scroll.)

Setting Levels

Clicking on the turbans in the scroll bar enables you to change levels. To set a global level for all activities, click on the turbans while in one of the Realms (Dungeon, Agrabah, Carnival or Pyramid) until the appropriate turban is highlighted. The smaller the turban, the easier the level. Any level you set from within a maths activity screen will only apply to that activity.

Interrupting The Action

To skip past instructions and dialogue, press the spacebar.



Dungeon Games



The Spider Web

Educational Objectives:

Sorting and classifying

See the chisel in the web? Click on it. Oh, oh! Here comes Mother Spider and her three hungry babies. She'll give up the chisel only if you feed her babies. Problem is, they're fussy eaters who only like certain kinds of bugs. Try feeding them one

by clicking and dragging it onto the web, holding down on the mouse button as you do so. If it's the wrong pattern, colour or shape, the spider babies will throw it out of the web. If it's right kind of bug, it will remain in the web. Try to determine what characteristics the baby spiders like. Once you've given them enough bugs to eat, take the chisel by clicking on it. Each time you return to the Spider Web, the solution to the puzzle will be different.



Yazoul's Number Wall

Educational Objectives:

Mental computation, addition and subtraction

Chip away at Yazoul's blank wall by clicking with the chisel until the smooth surface breaks away. Beneath are numbered bricks. Click on two of the gray bricks, then click on a blue brick that equals their sum.

As each correct combination of bricks is selected, it recesses into the wall. When all the sums are correctly added, the wall opens, allowing you to enter the busy marketplace of Agrabah. At the more challenging levels, there may be several different correct answers. You may need to undo your former answers by clicking on a brick again to find the combination that causes all the bricks to recess.

Agrabah Games

Wacky Wakeem's Trading Post

Educational Objective:

Problem solving

Rescue Abu by trading various fruits according to the equations on the signboard. Move lemons onto the trading plate to exchange them for other fruit. Keep trading until you have enough of the right kind of fruit to trade for Abu to free him. Now, click on Abu. A different set of equations appears on the signboard each time you play.



The Mosaic Artist

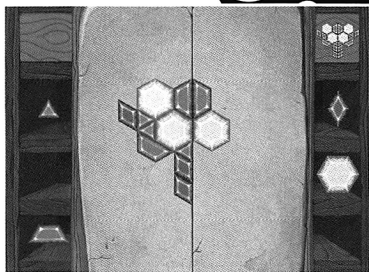
Educational Objectives:

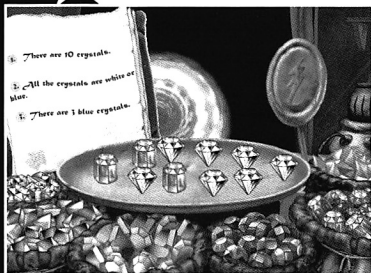
Geometry and symmetry

Travel through the narrow, twisting streets of Agrabah to the Mosaic shop and rescue Jasmine, who's trapped inside a geometric crystal mosaic. To win her freedom you must complete half-finished mosaics on the easels on either side of Jasmine. Click on one to begin. Choose a crystal by clicking on it, then drag it to the mosaic and drop it into place, mirroring the pattern you see to the left. Rotate shapes by clicking them until they fit into place, matching the pattern already begun on the left side.

Need help? Look at the small picture of the completed mosaic at the upper right of your screen. Click on it once to see an outline of what your finished mosaic will look like. Click again to see the outline of each crystal you need to place.

When you've finished the mosaics, click on the Jasmine mosaic to free her. She'll be ever-so grateful!





The Magic Potion of Very-unkammen

Educational Objectives:

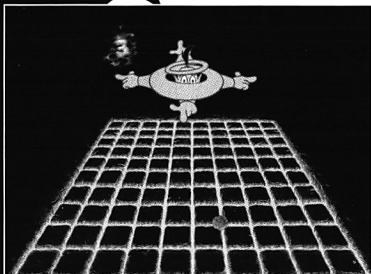
Logical reasoning, addition and subtraction

To open the magic vortex and free Aladdin, you must follow the ancient pharaoh's magic potion recipes using just the right number of coloured crystals.

Click on the gold arrow in the lower left

corner of the recipe book to hear and read each instruction of the recipe. Click again to hear the next instruction. Click on any instruction to hear it again.

Drag and drop the correct number of coloured crystals onto the gold plate according to the recipe. Add or subtract crystals until you think you've done it right, then click the Lightning Bolt Medallion. Correctly mix the magic potions to enter the vortex, where more adventures await.



Lost in the Dark

Educational Objective:

Problem-solving

Somewhere on the green grid of Bizarrah's Vortex is the escape tunnel back to Agrabah. Genie transforms into a compass, with fingers pointing in four directions to guide the way. The stone on the grid shows your current position. The

number to the left of Genie tells how many spaces away from the escape tunnel you are at any time. Click on one of Genie's hands to move the stone around the grid, trying to get closer and closer to the exit. When the number reaches 0, click on the shaft of light to travel through the vortex. When Aladdin appears, swirling in the Vortex, click on his hand to save him.

Magical Carnival Games

Enter the Carnival tent and move forward to the Prize Booth. There are two very special prizes you'll want: a teapot with the handle from Bizarrah's lamp and a gold token for the Fortune Teller's Booth. To purchase them you must play the games to the left and right of the Prize Booth, win tickets of various colours, and then redeem them for prizes. You'll need a total of 14 tickets – 8 tickets of any colour for the teapot and 6 tickets of any colour for the gold token.

Play the Magic Carnival games in any order by double-clicking the game you'd like to play. To begin the games, click on the glowing ruby.

Square Up

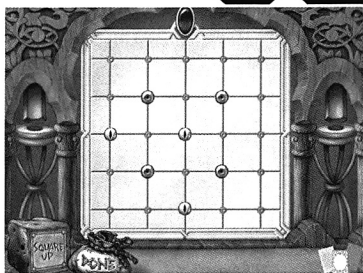
Educational Objectives:

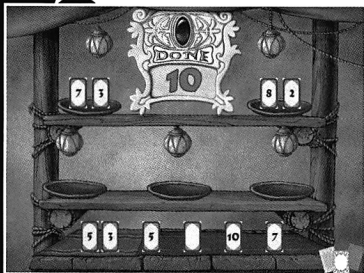
Geometry and logical reasoning

Be the first to place your marbles to make a square of any size and win. You'll be playing against the Carnival Barker. To start, click on the glowing ruby.

Your marbles are blue and come down the chute on the left. The Barker's are yellow, on the right. Click on the left chute and a blue marble will appear. Click and drag it onto the grid and place it on any dot. When your marble is placed where you want it, click the "Done" sack at the bottom of the screen. Now the Barker will place a yellow marble. While you're busy marking the corners of your square, keep an eye on what he's doing so you can block him from making a square first (just fill a key corner with one of your blue marbles). When you've placed the last corner of your square, click on the "Square Up" cube (not the "Done" sack), then click on the blue marbles on the four corners of the square you've made. The computer will connect the dots for you. As an additional challenge, you can let the Barker go first by clicking on the right chute.

The reward for winning this activity is three purple tickets.





The Magic Number Card Name

Educational Objectives:

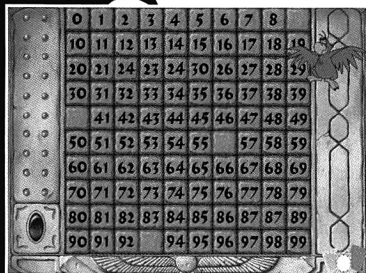
Addition and subtraction

Pick combinations of cards that add up to the magic number appearing at the top of the screen. Click and drag cards from the bottom of the screen onto the plates on the shelves. Each plate should have at least two cards; the numbers on the cards

should add up to the magic number. You must place all the cards on plates to finish the game. You can move cards around from one holder to another or back to the table as often as you like.

When you think you have the correct solution, click the "Done" button. Be careful. If you're wrong three times, you won't earn any tickets.

The reward for completing this activity is three orange tickets.



Missing Numbers

Educational Objective:

Number patterns

The numbers on the chart should go in order from 0 to 99, but some numbers are flashing and changing. Click on flashing numbers when they fit into the sequence. The flashing numbers change in patterns, counting by 2's, 5's, 10's, etc. When you

click on the correct flashing numbers, they stop flashing. Keep playing until the entire board is full. The green lights to the left of the board show how many turns you have left to complete the board.

The reward for completing this activity is two orange tickets.

Rebuild the Temple

Educational Objectives:

Addition and subtraction

The pillars of the Forbidden Temple have crumbled into pieces. Click and drag the pieces onto the empty pedestals and re-stack the pieces so that each pillar is ten units tall. These pieces are not set in stone, however. They may be moved to another location and stacked differently until all the pillars are 10 units high.



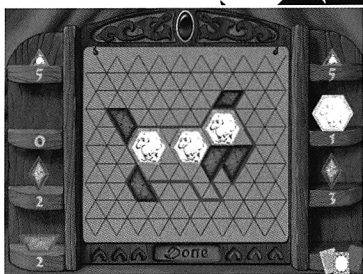
The reward for completing this activity is two white tickets.

Geonim

Educational Objectives:

Geometry and logical reasoning

Take turns with the Barker moving pieces into position on the gameboard. If you want to go first, choose one of the pieces on the left-hand shelves. If you want the Barker to start first, click the right side. When it's your turn, click and drag a piece to the puzzle. You can rotate the piece by clicking on it. Once your piece is set where you want it to be, click "Done". The winner is the one who fills in the last piece possible.



The reward for completing this activity is three purple tickets.



Bug Out

Educational Objectives:

Multiplication and division

Fill the numbered jars with the correct number of grasshoppers by using the correct net. The number on the jar shows how many grasshoppers you have to get back inside. The number on the net shows the number of grasshoppers it can hold at a time. Catch bouncing grasshoppers with

your net by clicking on them. When your net is full, empty it by holding the net on the jar and clicking. Choose your net carefully, because only full nets of grasshoppers can be released into the jar. If any are left over, you must choose a different numbered net and start over.

The reward for completing this activity is two white tickets.



Using the Tickets You've Earned

You can check on the number of white, orange and purple tickets you've earned by moving your cursor to the lower right corner of your screen. Genie will show you how many tickets you've won. When you've earned enough to buy a token and/or the teapot with the magic lamp piece, move to the Prize Counter where you can click on these items to purchase them.



Fortune Teller

To enter the Fortune Teller Booth, first click on the crystal ball sign. Travel deeper into the blue tent and listen to the Fortune Teller's instructions.

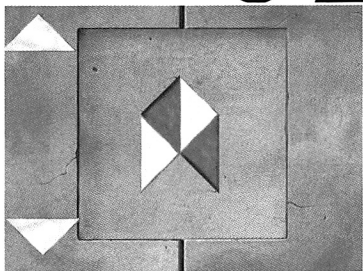
Pyramid Games

Triangle Keys

Educational Objective:

Geometry

You can't enter the pyramid until you've unlocked the door. Click on one of the triangles and drag it into place. Click on it to rotate it, if necessary. Continue moving the triangle keys until they all fit into the lock. The door will open enabling you to enter and explore.



Guardians & Jewels and Lizards & Jewels

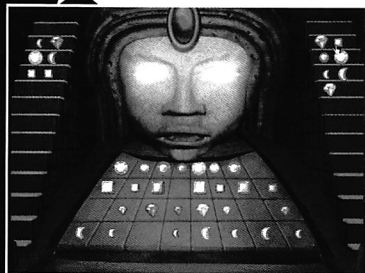
Educational Objectives:

Addition and subtraction

To pass through the Guardians' door, you must put jewels into each of the two plates a Guardian is holding so that the jewels add up to the number on the crown. Click and drag jewels from the basket onto the Guardians' plates. But look carefully, the Guardians share plates. When an individual Guardian is satisfied, that part of the door will slide shut. You must satisfy all the Guardians at the same time before the three sections of the door will completely open. Jewels may be moved from one plate to another and back into the basket until you find the right combination.



NOTE: *The Lizards & Jewels game plays as described above.*



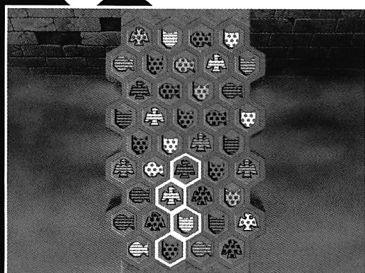
Guardian's Necklace and Lizard's Necklace

Educational Objectives:

Patterns, sorting and classifying

Some of the jewels are missing from the Guardian's necklace. Complete the pattern in each row by clicking and dragging the missing jewels from the stone steps into the empty places on the necklace.

NOTE: *The Lizard's Necklace game plays as described above.*



Attribute Bridge

Educational Objective:

Attribute recognition

Click on a tile in the first row, then click on an adjacent tile that is different from it in one, two or three ways (depending on the level). For example, at level one, each tile may be the same shape as the tile before it, but a different colour. Or it may

be the same colour, but a different shape. Keep clicking on the adjacent tile that follows the rules of that level until you complete a path to the Treasure Room.

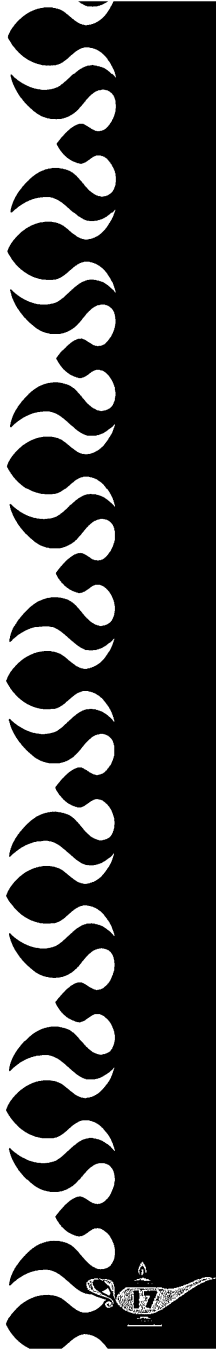
Genie's Rec Room

In Genie's Rec Room you can replay the following games as often as you like: Yazoul's Number Wall, Lost in the Dark, Square Up, Geonim, Magic Number, Guardians and Jewels, and Guardian's Necklace. Just click on the trophy beneath the banner for each game to play. Each game in the Rec Room has a special bonus level. You can change levels for all activities at the same time on the Rec Room's screen (You cannot change the level for an individual activity when playing that activity). Use the scroll bar to change levels.

You can earn a certificate for each level of each activity when you win 1,000 points at that level. When you earn a certificate for each activity you will receive a special certificate. To print out a certificate follow the on-screen instructions. You can reprint a certificate at any time by clicking on the certificate icons next to the trophies.

Troubleshooting

Please check the "Parent's Help File" for the latest troubleshooting information.



Customer Support

Please be as specific as you can about the problem that you are experiencing and have the below details available:

- The Product you are experiencing a problem with
- The name of the manufacturer of your computer system
- The brand and the speed of the processor
- How much RAM you have
- The version number of windows you are using (if you are not sure, right-click on the my computer icon on your desktop and select 'properties')
- The manufacturer name and model of your video card (with total video memory), modem and sound card.

Support Options

You can contact Buena Vista Games Technical support by phone. When you call, please have the above mentioned information ready.

BVG Technical Support: 0845 070 0380

Lines are open from Monday to Sunday 8:00am - 10:00pm GMT (excluding Christmas Day and New Years Day)

Calls are charged at national rates, for calls made from mobile phones charges may vary depending upon operator. Please ask the bill payer's permission before using this number.

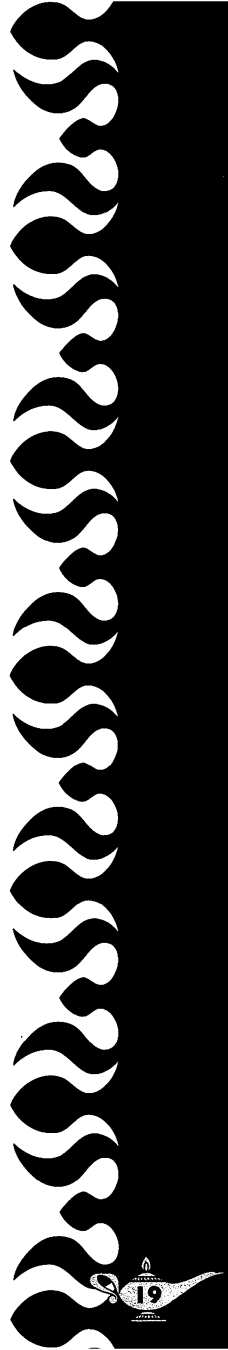
Please note that this service is for technical difficulties only. We regret that we cannot offer hints and tips.

On-line Support Options

You can also contact us via email at:

DisneyFAQs@europesupport.com





PIN (Parents Information Network) is dedicated to helping parents support their children's education using computers. PIN provides **independent** recommendations of quality educational software.

For more information about PIN and to receive a free Independent Guide, phone: 0891 633 644 (calls should cost no more than 50p).



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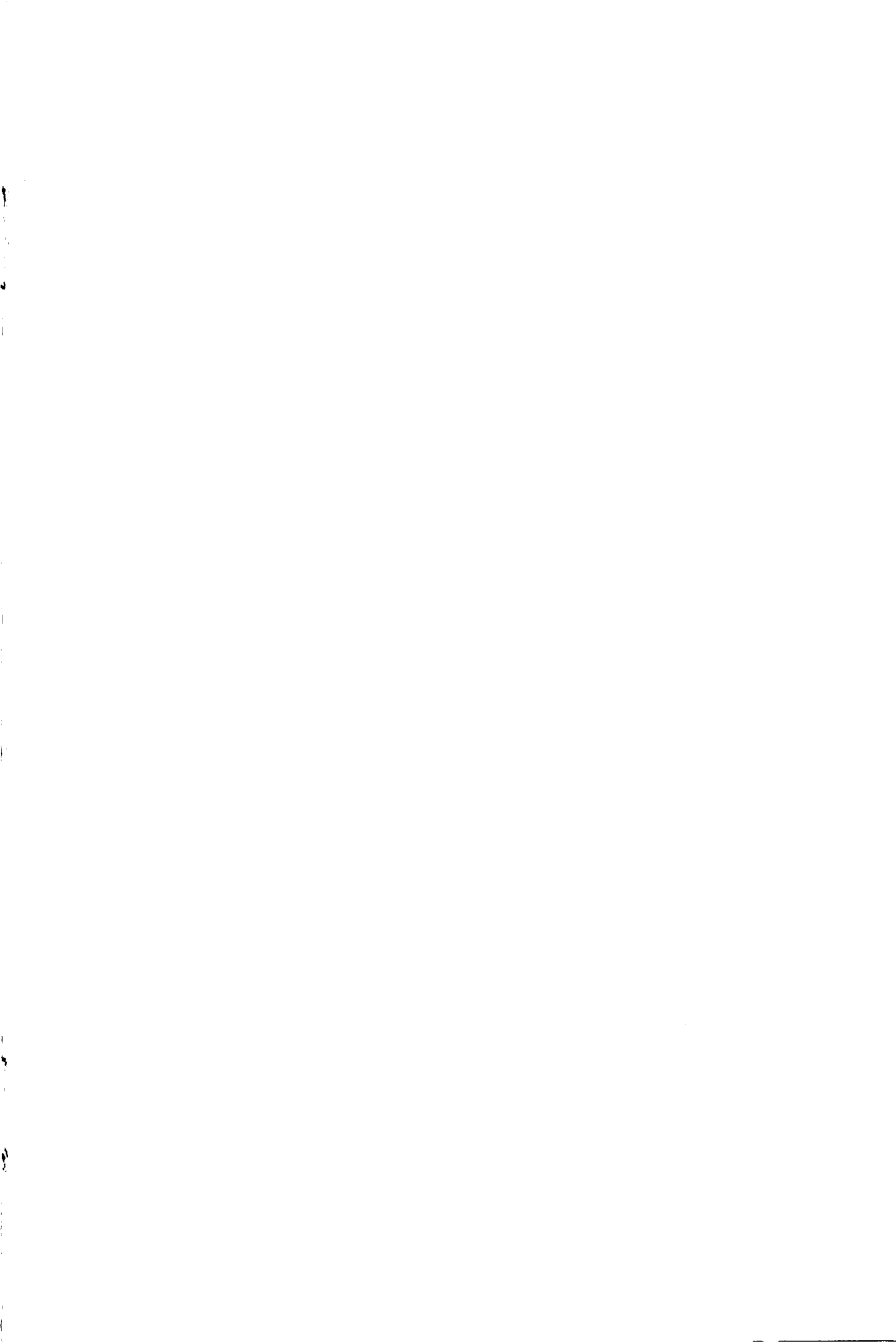
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